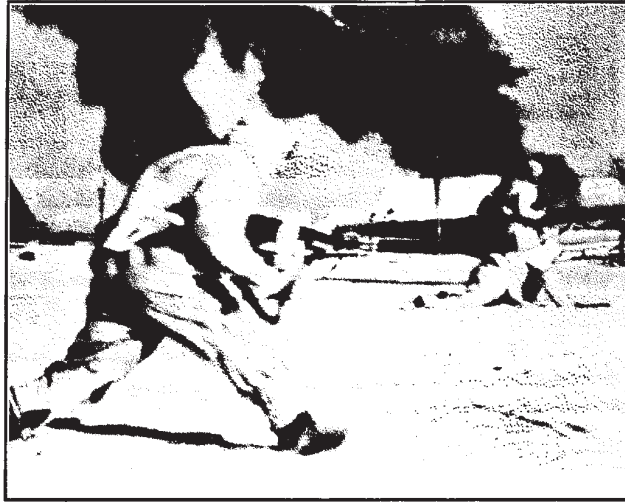


BREAKWATER

SCENARIO ASL TAC 70

Translated by Coastal Fortress Gaming Group



VICTORY CONDITIONS: The Russians win at scenario end if they control 4 of the 6 multi-hex buildings.

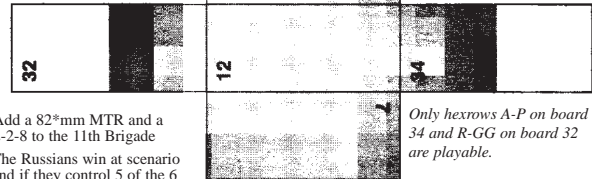
VELIZH, 17 February 1942:

As part of the northern dislodge of the Soviet winter offensive, the 4th Shock Army, commanded by General Eremenko, rushed on January 9 from the heights of Valdai toward the south and quickly advanced. Its objective was to seize Vitebsk, in order to cut off any retreat for the German Army Group Center. After having destroyed the 189th Silesian Infantry Regiment, the 4th Shock Army on January 21 attacked the important German supply center of Toropets. Temporarily freed in this manner from its supply constraints, the 4th Shock Army resumed its advance. Confronted with a 125 km wide breach between Velikie Louki and Rjev, the German Command formed the 59th Army Corp in Vitebsk. Its Commander, Von der Chevallerie, knew that his forces were for the moment only made up of the 83rd Infantry Division, freshly arrived from France, reinforced with some police battalions. He decided then to split his 3 Regiments in the most important towns, Velikie Louki, Zurazh and Velizh, to act as breakwaters to the advancing Soviet waves. In Velizh, Lieutenant-Colonel Sinzinger saw himself and his 257th Infantry Regiment totally encircled on January 29. Constantly attacked and lacking artillery, Sinzinger still received the following radio message: " Hold firm! The relief is closing".

BOARD PLACEMENT:



BALANCE:



★ Add a 82*mm MTR and a 2-2-8 to the 11th Brigade

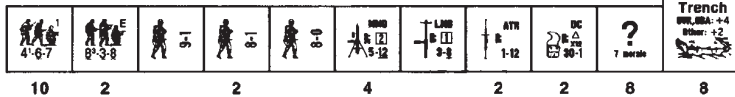
- The Russians win at scenario end if they control 5 of the 6 multi-hex buildings

Only hexrows A-P on board 34 and R-GG on board 32 are playable.

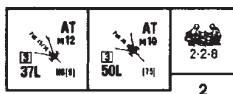
★ GERMANS move first	★ 1 ★	2	3	4	5	6	7	8	9	10	END
★ RUSSIANS set up first											

Elements 257th Infantry Regiment, 83rd Infantry Division [ELR:3] set up as indicated below {SAN:3}:

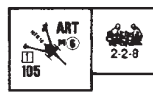
set up ≤ 8 hexes from 12Q3:



set up ≤ 8 hexes from 12Q3
and ≥ 5 hexes from each other:

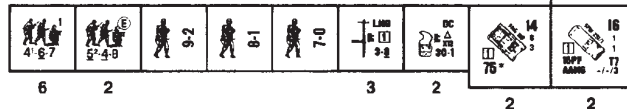


set up ≤ 2 hexes
from 12Q5:



Reinforced elements of the 205th Infantry Division

(Kampfgruppe Richter) enter on/after Turn 1 along the board 34 south edge (any/all may enter each turn):



Elements of 4th Shock Army [ELR:3] set up/enter as indicated below {SAN:2}:



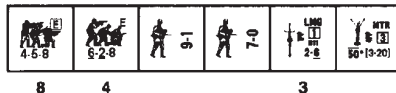
Elements of the 11th Brigade

set up on board 7 in woods and/or
building hexes on/between hexrows
AA and P, west of the river:



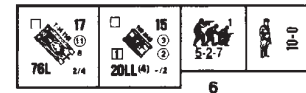
Elements of the 68th Ski Battalion

Sets up on board 32 in wood hexes
(this unit is ski-equipped):



Elements of 141st Tank Brigade

enter on Turn 1 on/between 43A1 and 43I1:



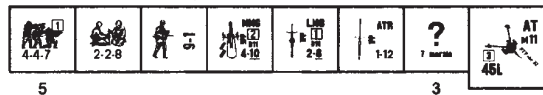
Elements of 360th Brigade

enter on Turn 1 on/between 43T0 and 43Z0:



Soviet Outpost set up on board 34 on/between hexrows J and M

(these units are TI during Russian Turn 1:



Scenario Design: G. Tournemire & Rousse-Lacordaire

SSR:

1. EC are Deep Snow (E3.73) with no wind at scenario start. Russian units have Winter Camouflage (E3.712). Buildings have no upper Levels. Place a Stone Rubble counter in 12R7. The Road 34P5-A5-12GG5-T6 is Plowed. No Road is paved.
2. Extreme Winter is in effect (E3.74) [EXC: B#/X# of German AFV mounted SWs/Guns and/or from SWs/Guns in building hexes is reduced by 1 instead of 2]
3. Trenches are connected to ADJACENT Building Locations. Infantry units do not expend MFs to enter/exit the Trench and are not subject to Snapshot if they enter/Exit a Building Location without using bypass. VBM is allowed to Vehicles otherwise allowed to enter a Trench Location (according MPs must be spent and Bog must be rolled).
4. The first time a German non-crew MMC from KG Richter enters a board 12 multi-hex Building, all the remaining MMCs from the 257th Infantry Regiment become Fanatic and all Russian MMCs see their GO ML reduced by 1 for the rest of the scenario (Broken ML stay the same)

AFTERMATH: Thanks to Estonian and Lithuanian volunteers infiltrating the Russian positions, the Germans evaluated the enemy forces at near 30,000 men. Sinzinger, lacking ammunition (the Luftwaffe paraded his Iron Cross), knew he couldn't hold much longer. However, facing badly coordinated attacks, the defenders each time concentrated a sufficient volume of fire on the critical spot. On 17 February, hearing the booming of guns to the Northwest, the defenders knew that their 20 day ordeal was about to end. But the Soviets knew that too. For the last time they launched all their forces into the battle to enter Velizh before the arrival of the German reinforcements. Several times, assault elements succeeded in deeply entering the town, but they were defeated and pushed back with the help of the reinforcements. Velizh was finally freed, this showing, like in Velikie Louki, Demiansk or Kholm, the efficiency of the "breakwaters".